

Halfling Stock for The Burning Wheel

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Lifepaths

Underhill Setting

LIFEPATH	TIME	RES	STAT	LEADS
Born Under the Hill	16 yrs	14	—	<i>Unexpected Journey, Odd Fellows</i>
Skills: 3 pts: General; 1 pt: Cooking				
Traits: Halfling Common Traits; 1 pt: Tidy Aspect				
Gardener	5 yrs	9	+1P	<i>Unexpected Journey</i>
Skills: 1 pt: General; 5 pts: Ditch Digging, Sing, Inconspicuous, Herbalism, Garden-wise				
Traits: 1 pt: Folksy Wisdom, Earthy Smell, Loyal				
Mushroom Farmer	10 yrs	12	+1P	<i>Unexpected Journey</i>
Skills: 1 pt: General; 4 pts: Farming, Mending, Sewing, Animal Husbandry, Mushrooms-wise				
Traits: 2 pts: A Little Fat, Bottomless Stomach				
Miller	8 yrs	16	—	<i>Unexpected Journey, Big Cities</i>
Skills: 1 pt: General; 4 pts: Miller, Brewer, Mending, Wine Tasting				
Traits: 2 pts: Drunk				
Spouse	9 yrs	12	+1M	<i>Unexpected Journey, Odd Fellows</i>
Skills: 2 pts: General; 3 pts: Child-Rearing, Family-wise, Hagglng, Hospitality-wise				
Traits: 2 pts: Thunderous Snoring				
Restrictions: Cannot be character's second lifepath.				
Tobacco Planter	14 yrs	32	—	<i>Unexpected Journey</i>
Skills: 1 pt: General; 4 pts: Farming, Halfling Tobacco-wise, Hagglng, Accounting				
Traits: 3 pts: Nihilistic, Hoarding, Lazy				
Dentist	11	14	+1M	<i>Unexpected Journey, Big Cities</i>
Skills: 1 pt: General; 7 pts: Apothecary, Surgery, Soothing Platitudes, Write, Read, Anatomy, Bad Teeth-wise				
Traits: 1 pt: Commonly Respected				
Elder	24	28	+2M	<i>Unexpected Journey</i>
Skills: 2 pts: General; 4 pts: Family-wise, Persuasion, Rhetoric, Estate Management				
Traits: 2 pts: Chronologue				
Requires: Husband/Wife lifepath				
Mayor	6	12	+1M	<i>Unexpected Journey, Big Cities</i>
Skills: 1 pt: General; 6 pts: Command, Administration, Oratory, Rule of Law				
Traits: 1 pt: Commonly Respected, Deep Sleeper				
Requires: Elder lifepath				

Unexpected Journey Sub-Setting

LIFEPATH	TIME	RES	STAT	LEADS
Travelling with Thirteen Dwarves	6	8	+1M/P	<i>Odd Fellows</i>
<i>Skills:</i> 1 pt: General; 5 pts: Stealthy, Dwarves-wise, Observation, Lost Treasures-wise, Magical Jewelry-wise <i>Traits:</i> 1 pt: Complaining, Homesick, Great Deeds				
Hit-the-Road Jack	10	7	+1M, P	<i>Odd Fellows, Big Cities</i>
<i>Skills:</i> 1 pt: General; 6 pts: Orienteering, Foraging, Tracking, Road-wise, Mending, Foreign Languages, Firebuilding, Field Dressing, Herbalism <i>Traits:</i> 1 pt: Disturbingly Large Mouth				
Mercenary	6	7	+1P	<i>Odd Fellows, Big Cities</i>
<i>Skills:</i> 1 pt: General; 4 pts: Appropriate Weapons, Inconspicuous, Contract-wise, Field Dressing <i>Traits:</i> 1 pt: Brave, Dramatic, Fearless				
Itinerant Performer	6	9	+1M/P	<i>Odd Fellows, Big Cities</i>
<i>Skills:</i> 2 pts: General; 5 pts: Acting, Sing, Conspicuous, Oratory, Poetry, Musical Instrument, Drama-wise, Theatrics <i>Traits:</i> 2 pts: Colourful				
Charlatan	14	11	+1M	<i>Big Cities</i>
<i>Skills:</i> 1 pt: General; 9 pts: Falsehood, Disguise, Foreign Languages, Conspicuous, Inconspicuous, Oratory, Law-wise, Etiquette <i>Traits:</i> 1 pt: Cynical, Poker Face				
Gambler	5	8	—	<i>Big Cities</i>
<i>Skills:</i> 2 pts: General; 6 pts: Sleight of Hand, Falsehood, Bet-wise, Extortion, Inconspicuous <i>Traits:</i> 3 pts: Unlucky				
Travelling Merchant	13	34	+1M	<i>Odd Fellows, Big Cities</i>
<i>Skills:</i> 1 pt: General; 4 pts: Hagglng, Observation, Orienteering, Appraisal <i>Traits:</i> 1 pt: —				
Pony Outrider	10	14	+1M/P	<i>Odd Fellows</i>
<i>Skills:</i> 1 pt: General; 5 pts: Riding, Observation, Mounted Combat, Pony-wise, <i>Traits:</i> 2 pt: Curious, Sense of Direction <i>Requires:</i> Pony Breeder or any Unexpected Journey lifepath				
Soldier of Fortune	10	10	+1M/P	<i>Odd Fellows, Big Cities</i>
<i>Skills:</i> 1 pt: General; 5 pts: Observation, Intimidation, Brawling, Field Dressing, Herbalism <i>Traits:</i> 1 pts: No Nonsense, Jaded <i>Requires:</i> Mercenary, Pony Outrider, or Freebooter lifepath				

LIFEPATH	TIME	RES	STAT	LEADS
Witch Hunter	13	10	+1M/P	—
<i>Skills:</i> 5 pts: Sorcery, Demonology, Observation, Interrogation, Heresy-wise, Cults-wise				
<i>Traits:</i> 2 pts: Scary Halfling Inquisitor, Manhound				
<i>Requires:</i> Soldier of Fortune				
Freebooter	8	14	+1P	<i>Big Cities</i>
<i>Skills:</i> 1 pt: General; 5 pts: Rigging, Knots, Knives, Brawling, Intimidation				
<i>Traits:</i> 2 pts: Sea Legs, Cold-Blooded				
<i>Requires:</i> Lake Sailor, Mercenary, or any Forgotten Cousins lifepath				
Religious Bigot	9	10	+1M	<i>Big Cities</i>
<i>Skills:</i> 1 pt: General; 5 pts: Doctrine, Religious Diatribe, Intimidation, Heresy-wise, Observation, Symbology, Interrogation				
<i>Traits:</i> 3 pts: Zealot, Cold-Hearted, Rabble Rouser				
<i>Requires:</i> Raised Among Humans lifepath				

Big Cities Setting

LIFEPATH	TIME	RES	STAT	LEADS
Raised Among Humans	9	7	—	<i>Unexpected Journey</i>
<i>Skills:</i> 3 pts: General				
<i>Traits:</i> Halfling Common Traits; 1 pt: —				
Burglar	10	11	+1M/P	<i>Unexpected Journey</i>
<i>Skills:</i> 1 pt: General; 6 pts: Stealthy, Sleight of Hand, Inconspicuous, Streetwise, Climbing				
<i>Traits:</i> 2 pts: Kleptomaniac				
Con Artist	7	16	+1M	<i>Unexpected Journey</i>
<i>Skills:</i> 1 pt: General; 5 pts: Falsehood, Forgery, Persuasion, Inconspicuous, Disguise				
<i>Traits:</i> 1 pt: Compulsive Liar, Aura of Innocence				
Clerk	7	10	+1M	<i>Unexpected Journey</i>
<i>Skills:</i> 1 pt: General; 7 pts: Read, Write, Bureaucracy, Accounting, Paperwork-wise, Calligraphy				
<i>Traits:</i> 1 pt: —				
Circus Performer	4	7	+1P	<i>Unexpected Journey</i>
<i>Skills:</i> 2 pt: General; 4 pts: Conspicuous, Theatrics, Dance, Climbing, Acting				
<i>Traits:</i> 3 pts: Colourful, Contortionist				

LIFEPATH	TIME	RES	STAT	LEADS
Apprentice	14	8	+1M/P	<i>Unexpected Journey</i>
<i>Skills:</i> 1 pt: General; 8 pts: Mending, Candlemaker, Sewing, Weaving, Embroidery, Bloodletting, Herbalism, Blacksmith, Carpentry, Potter, Tanner, Bowyer, Fletcher, plus any relevant Wise <i>Traits:</i> 1 pt: —				
Surgeon	18	20	+1M	<i>Unexpected Journey, Underhill</i>
<i>Skills:</i> 1 pt: General; 5 pts: Surgery, Anatomy, Soothing Platitudes, Apothecary <i>Traits:</i> 1 pt: Bitter <i>Requires:</i> Apprentice lifepath				
Tavern Keeper	8	16	—	<i>Unexpected Journey</i>
<i>Skills:</i> 2 pts: General; 3 pts: Drink-wise, Drunk-wise, Persuasion, Brewer, Drinking <i>Traits:</i> 2 pts: Gossip, Drunk, Ear for Voices				
Vintner	6	26	—	<i>Unexpected Journey</i>
<i>Skills:</i> 1 pt: General; 4 pts: Vintner, Wine Tasting, Grape-wise <i>Traits:</i> — <i>Requires:</i> Tavern Keeper or Miller lifepath				
Master Chef	14	26	+1M	<i>Unexpected Journey</i>
<i>Skills:</i> 1 pt: General; 5 pts: Cooking, Soothing Platitudes, Herbalism, Poisons-wise <i>Traits:</i> 1 pt: Iron Stomach <i>Requires:</i> Tavern Keeper or Mushroom Farmer lifepath				
Merchant	10	35	—	<i>Unexpected Journey</i>
<i>Skills:</i> 1 pt: General; 4 pts: Accounting, Haggling, Commodities-wise <i>Traits:</i> 1 pt: Greedy, Hoarding <i>Restrictions:</i> Cannot be character's second lifepath				
Banker	18	48	+1M	<i>Unexpected Journey</i>
<i>Skills:</i> 1 pt: General; 5 pts: Administration, Tax-wise, Debt-wise, Merchant-wise <i>Traits:</i> 2 pt: Paranoid, Meticulous <i>Requires:</i> Merchant lifepath				
Steward	12	15	+1M	<i>Unexpected Journey</i>
<i>Skills:</i> 3 pts: General; 2 pts: Estate Management, Administration, Observation, Manor-wise <i>Traits:</i> 1 pt: Manhunter <i>Requires:</i> Clerk, Master Chef, or Vintner lifepath				

Odd Fellows Setting

LIFEPATH	TIME	RES	STAT	LEADS
Born Odd	8 yrs	10	—	<i>Unexpected Journey, Underhill</i>
<i>Skills:</i> 4 pts: General; 2 pts: Throwing, Sing <i>Traits:</i> Halfling Common Traits, Odd Fellow, plus 1 pt: A Little Crazy, Hand-Eye Coordination				
Odd Halfling	7 yrs	8	+1M/P	<i>Unexpected Journey</i>
<i>Skills:</i> 1 pt: General, 3 pts: Conspicuous, Folklore, Riding, Strategy Games <i>Traits:</i> Odd Fellow, plus 3 pts: Fear of Cheese, Folksy Wisdom, Sixth Sense				
Pony Breeder	10 yrs	19	+1M/P	<i>Unexpected Journey</i>
<i>Skills:</i> 1 pt: General; 5 pts: Pony Husbandry, Riding, Field Dressing <i>Traits:</i> Odd Fellow, plus 1 pt: Love of the Horse, Low Speech				
Lake Sailor	8	9	—	<i>Unexpected Journey</i>
<i>Skills:</i> 1 pt: General; 6 pts: Rigging, Knots, Boatwright, Fishing, Lake-wise, Omen-wise <i>Traits:</i> Odd Fellow, plus 2 pts: Superstitious, Weather Sense				
Trapper	12	9	+1P	<i>Unexpected Journey</i>
<i>Skills:</i> 1 pt: General; 6 pts: Mimicry, Orienteering, Tracking, Trapper, Foraging <i>Traits:</i> Odd Fellow, plus 2 pts: Loner				
Crazy Ol' Fella	23	11	—	<i>Unexpected Journey, Forgotten Cousins</i>
<i>Skills:</i> 2 pts: General; 3 pts: Philosophy, Ratiquette, Symbology, Weird Omens-wise <i>Traits:</i> 4 pts: Phobia, Fear of Wet Noises, Obscure Aura, Gone Crazy <i>Requires:</i> Odd Halfling lifepath or any two Odd Fellows lifepaths				
Restless Wanderer	8	6	+1M,P	<i>Unexpected Journey</i>
<i>Skills:</i> 2 pts: General; 4 pts: Orienteering, Road-wise, Foraging, Forest-wise <i>Traits:</i> 1 pt: Sense of Direction <i>Requires:</i> Trapper or Lake Sailor lifepath				
Ex-Adventurer	14	14	—	—
<i>Skills:</i> 2 pts: General; 4 pts: Conspicuous, Ugly Truth, Lost Treasures-wise, Appraise, Foreign Languages <i>Traits:</i> 2 pts: Commonly Respected, Jaded <i>Requires:</i> Any Unexpected Journey lifepath				

Forgotten Cousins Setting

LIFEPATH	TIME	RES	STAT	LEADS
Born Among Little Folk	9	5	— —	
<i>Skills:</i> 4 pts: General; 1 pt: Stealthy <i>Traits:</i> Halfling Common Traits, plus 1 pt: Mischievous				
Leprechaun	14	20	+1M/P	<i>Unexpected Journey</i>
<i>Skills:</i> 1 pt: General; 4 pts: Hagglng, Appraisal, Mending, Jeweler, Brewer <i>Traits:</i> 1 pt: Rainman, Four Leaf Clover <i>Requires:</i> Born Among Little Folk lifepath <i>Restrictions:</i> Cannot be mixed with Gnome, Savage Halfling, or Gremlin lifepath				
Gnome	19	12	+1M	<i>Unexpected Journey, Big Cities</i>
<i>Skills:</i> 1 pt: General; 8 pts: Read, Write, Engineering, Architect, Engraving, Jargon, Lapidary, Locksmith, Munitions, Mechanisms-wise <i>Traits:</i> 1 pt: Geometric, Touch of the Devil <i>Requires:</i> Born Among Little Folk lifepath <i>Restrictions:</i> Cannot be mixed with Leprechaun, Savage Halfling, or Gremlin lifepath				
Savage Halfling	8	6	+1P	<i>Unexpected Journey</i>
<i>Skills:</i> 1 pt: General; 3 pts: Intimidation, Falsehood, Sleight of Hand, Shadows-wise, <i>Traits:</i> 1 pt: Entropic, Aura of Malevolence <i>Requires:</i> Born Among Little Folk lifepath <i>Restrictions:</i> Cannot be mixed with Gnome, Savage Halfling, or Leprechaun lifepath				
Daft Punk	12	6	+1M/P	<i>Unexpected Journey</i>
<i>Skills:</i> 1 pt: General; 2 pts: Aura Reading <i>Traits:</i> 3 pts: Louis Wu, Second Sight, Misplaced Aura, Touch of Ages <i>Requires:</i> Gone Crazy trait				

Starting Stat Points by Age

STARTING AGE	MENTAL POOL	PHYSICAL POOL
1–15 years	5 pts	10 pts
16–21 years	6 pts	13 pts
22–24 years	6 pts	14 pts
25–38 years	7 pts	14 pts
39–44 years	7 pts	15 pts
45–53 years	8 pts	14 pts
54–60 years	8 pts	13 pts
61–83 years	8 pts	12 pts
84–98 years	9 pts	11 pts
99–119 years	9 pts	10 pts
120–150 years	9 pts	9 pts

Common Traits

All Halflings possess Halfling common traits.

Half-Sized

Dt

Halflings are of smaller stature than Humans, Elves, or even Dwarves and Roden; by those unfamiliar with Halflings, they can even be mistaken for kids! They are nimble nonetheless, and even though their stride is only 6, their Speed tests are always open-ended.

Fellowship

Dt

Halflings are social. While Humans struggle for power, Elves tend to choose their own ways, and Dwarves are united by common goals, Halflings bond for the sake of community itself. You can always count on your Halfling neighbor's help; thus, Halflings can always Help with a task, even if they don't have the appropriate skill or their Circles' scope does not match. The ability they use to help still needs to make sense for the test, however.

Restlessness

Dt

Even though Halflings cherish their leisure time with yet another piece of cake and a pipe, somewhere deeper there lies this *something* that urges them forward. It makes them curious what's on the other side of the mountain, what that lever is for, or what did that dangerously looking man mean when he said not to push the topic. While certain Halflings control this feeling and suppress it, others embrace it and leave everything to go on a journey. See the "Restlessness" section for more information.

Atravieso **Dt**

Every Halfling receives Atravieso trait for free.

Precise Pitcher **Dt**

Halflings are exceptionally skilled at throwing any kind of objects. Beware when you're around them—you can get hit by pretty much anything! Also, they receive +1 to DoF results determining weapon IMS while throwing.

Happy-Go-Lucky **Char**

Halflings seem to never really understand what's at stake. They tend to neglect danger, ignore warnings, and disregard possible consequences, but not because they are reckless or defiant—they just don't really get what's going on around them. They can walk into a murderers' den and ask for directions without realizing they're an inch from death.

Cookery **Dt**

Halflings' culinary expertise is legendary due to them eating numerous meals a day, each one consisting of several dishes, each perfectly prepared using only the best ingredients. One Halfling's storeroom could possibly feed a dozen Humans, and not just for a single day.

Any checks made by Halflings regarding preparing, evaluating, or serving decent food are open-ended. That does not include hunting for food, haggling, resisting ingested poison, etcetera. At the same time, Halflings suffer +1 Ob to Resources tests involving food, drinks, or meals. Their Lifestyle tests are also made at +1 Ob.

Special Traits

Not all Halflings have Halfling special traits, but only Halflings can possess them.

Commonly Respected **Dt**

Being respected among Halflings means more than among other races. Common respect within a particular group of Halflings grants 1D reputation for that setting.

Madcap **Dt**

Every decent Halfling crazy enough to go on an adventure is immediately branded by the society. And not only by their family or village—any respectable Halfling will recognize a Madcap. Because of that, every Halfling with any Unexpected Journey lifepaths receives a 1D infamous reputation among Underhill and Big Cities Halflings, and 1D reputation among other Madcaps.

Gone Crazy**Dt (3 pts)**

This Halfling has made friends among Forgotten Cousins, be it Leprechauns, Gremlins, Gnomes, or Savage Halflings. This character may add that lifepath to their Circles scope and choose one minor relationship within that lifepath. At the same time, they receive a 1D infamous reputation with other Halflings.

Odd Fellow**Dt**

As one of Odd Fellows, this character is... odd. They receive a 1D infamous reputation among all normal, honest Halflings from Under the Hill.

Great Deeds**Dt**

This Halfling has done something. It doesn't matter if it was their one and only achievement and is about to be forgotten; right now, they're on top of it all. This character receives 2D reputation regarding their past deeds, or they may opt to negotiate with the GM an appropriate magical item worth about as much as a 2D reputation.

Scary Halfling Inquisitor**Dt**

Being part of Halfling Inquisition—or Witch Hunters, as they are called—could be seen as an honor or a curse. These characters not only hunt witches and demons conjured by those, but they make it personal; Witch Hunters receive a special, fourth belief: "I will hunt demons and witches wherever I go, no matter the cost." In addition, they receive a 1D affiliation with the order of Halfling Inquisitors.

Mischievous**Dt**

For some Halflings, these are only pranks; for others, it's the sole purpose of existence. Mischievous Halflings always treat their Help dice as open-ended, but both ways. In addition to standard rules for being open-ended on 6s, 1s also means an additional die is rolled, but if that die is a failure again, 1 success is subtracted from total.

Four Leaf Clover**Dt**

Leprechauns are said to grant three wishes to those that catch them. I don't know if that's true, but once per day, a Leprechaun can give somebody their lucky four-leaf clover to let them treat tests made with one skill, stat, or attribute to be open-ended for that day. In the case of already open-ended rolls, that treatment acts like a call-on trait, allowing them to reroll failed dice.

Kleptomaniac**Char (1 pt)**

This character is not a thief! They just borrow things. For a time. Temporarily. Or finds them in their pockets. All by accident.

Restlessness

Halflings are peculiar beings. Two powerful forces clash within those little guys: Their deep love of comfort and calmness is pitched against their inner curiosity—or maybe even nosiness—coupled with impatience and restlessness. Some of them aren't even aware of that and live comfortable lives away from the ever-busy world, but others give in to this urge and begin new lives, lives often despised by those deaf to the call of restlessness: Lives of adventurers!

The Limits of Restlessness

When a Halfling's Restlessness reaches exponent 10, it overwhelms them so much that they can't find their place anywhere. From now, they are always on the run, looking for something they'll never catch. Alternatively, they may funnel all that into one huge goal, like finding Templar's Treasure, Amber Room, or Atlantis. The quest a Halfling takes upon their shoulders is so overpowering that it will most likely break them, but it is also the one and only thing that matters in their life anymore.

Starting Restlessness

Total the answers to the questions below to determine the character's starting Restlessness exponent. The character may spend five of those points to shade shift their Restlessness to gray.

- ❖ Add one for any Unexpected Journey lifepath
- ❖ Add one for having the Born Odd or Born Among Little Folk lifepath
- ❖ Add one if the character has any relationships among other stock
- ❖ Add 1 if the character's Perception exponent is 5 or higher
- ❖ Add 1 if the character's Will exponent is 3 or lower
- ❖ Add 1 if anything mysterious and intriguing has ever happened to the character
- ❖ Subtract 1 if the character's starting age is above 55 years
- ❖ Add one if the character has ever uncovered someone's treasured secret, accidentally or not
- ❖ Subtract one if the character was born Under the Hill
- ❖ Add one for any trait related to travelling or adventuring
- ❖ Add one if the character has ever wondered what that lever might be here for?
- ❖ Add 1 if the character's Steel exponent is 4 or lower; subtract 1 if it is 6 or higher
- ❖ Subtract one if the character has the Jaded trait

I'm Bored!

Whenever a Halfling needs to make a test that prevents them from attaining or witnessing something cool and exciting, they become restless. Because of that, they can do the following:

- ❖ Spend 1 fate point to help on that test—exponents 1–4 help with 1 die, and exponents 5–9 help with 2 dice
- ❖ Spend one persona point to substitute their Restlessness for any skill or stat in a test
- ❖ Spend one deeds point to add their Restlessness exponent to any skill or stat test

That's Way More Exciting!

That's Way More Exciting! is a special clause to be invoked by either the player or the GM. It can be invoked whenever something important or attention-grabbing is going on. It requires the Halfling to pass a Steel test or be surprised.

If the Halfling fails this test, something else catches their attention, making them forget about the task at hand. It can be a cool statuette gleaming in the sun during the king's audience, or a door left ajar leading to an unchecked room. No matter what it is, it surely is something interesting in its own way and worth checking out. The Halfling is required to pursue this new interest.

If the character succeeds on their Steel test, they still notice this interesting thing or occurrence, but are not required to give in and follow it.

Situational Restlessness Test Obstacles

- ❖ **Ob 1:** Waiting for dinner or for someone to free the toilet
- ❖ **Ob 2:** Meeting a new person, being bored
- ❖ **Ob 3:** Hearing an interesting rumor or gossip
- ❖ **Ob 4:** Leaving town without any particular reason, nosing around other people's affairs or problems, putting a belief aside to check out something interesting
- ❖ **Ob 5:** Being openly inquisitive and intrusive about someone's business, checking what's behind that corner when they should not, making friends among other stock
- ❖ **Ob 6:** Going on an adventure, stumbling upon a mystery or a secret, having an instinct related to Restlessness
- ❖ **Ob 7:** Choosing to solve a riddle or puzzle over helping a friend in need, living among Dwarves or Elves, checking out what's in other peoples' pockets
- ❖ **Ob 8:** Pulling *the* lever or pushing *the* button, putting themselves and/or their friends into obvious peril because of their Restlessness

- ❖ **Ob 9:** Rummaging through the king's private possessions, flipping through a wizard's ancient grimoire to find "cool pictures"
- ❖ **Ob 10:** Seeing what will happen if they poke that dragon in the eye, opening Pandora's Box to see what's inside